

Contents

- 1 Rulebook;
- 16 Tiles Action:
- 8 Orange tiles
- 8 Brown tiles
- 1 4x4 tableau printed on the bag.

Aim of the game

To create the most lines of three **consecutives** in your colour.
The pieces all have special powers that control where your opponent will play next.

Guide to the pieces

Straight: your opponent **MUST** play in one of the empty spaces that lie in a straight line from this piece.



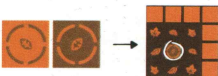
Diagonal: your opponent **MUST** play in one of the empty spaces that lie in a diagonal line from this piece.



Puller: your opponent **MUST** play in one of the spaces that touch this space.



Pusher: your opponent **MUST NOT** play in one of the spaces that touch this space.

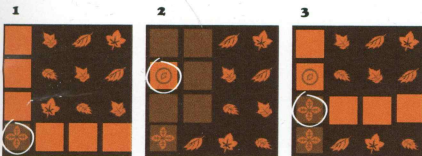
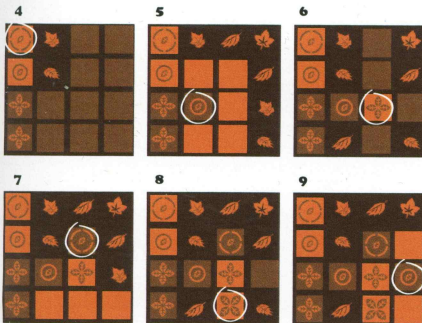


Attention: the piece chosen will dictate where the opponent may play next, depicted here with the coloured areas.

Setup

Each player takes the 8 coloured tiles, face up.

The first player (Brown) choose a piece and plays it onto any space on the edge of the board (1). The Orange player has to place a tile, by effect of Brown tile, in the available placement spaces.

**The game continues with next moves:**

Pass

If there are no spaces for you to play into (ie. the last rule dictates you use a space but they are all filled) then you MUST pass.

Your opponent may then play into ANY available space on the board.

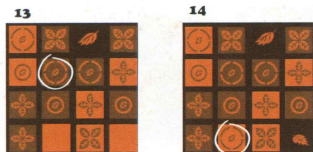
It is possible that you may be able to play a BLOCKING move again, like in example 11 and 12.



Ending the Game

When one player has placed their last piece the other player gets ONE more chance to play ONE more piece IF THEY ARE ABLE TO DO SO and then the game ends.

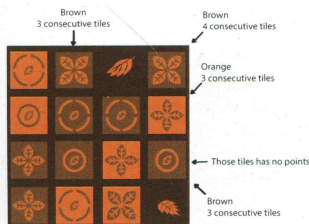
Attention: If with the last chance the last player has to pass, the game ends immediately. Also, if the last piece placed with the last chance will not permit an opponent's last placement, the end will end immediately.



Counting Points

Players will count **1 point** for each line of **3 consecutive tiles**. A line of **4 consecutive tiles** worth **2 points**.

Brown has 4 points. Orange has 1 point.



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**A game by Andy Hopwood
for 2 players lasting 10 minutes
by age of 8 years and up.**

Mijnlieff

**10th Anniversary
2010 Best Abstract Game Winner
UK Game Expo**